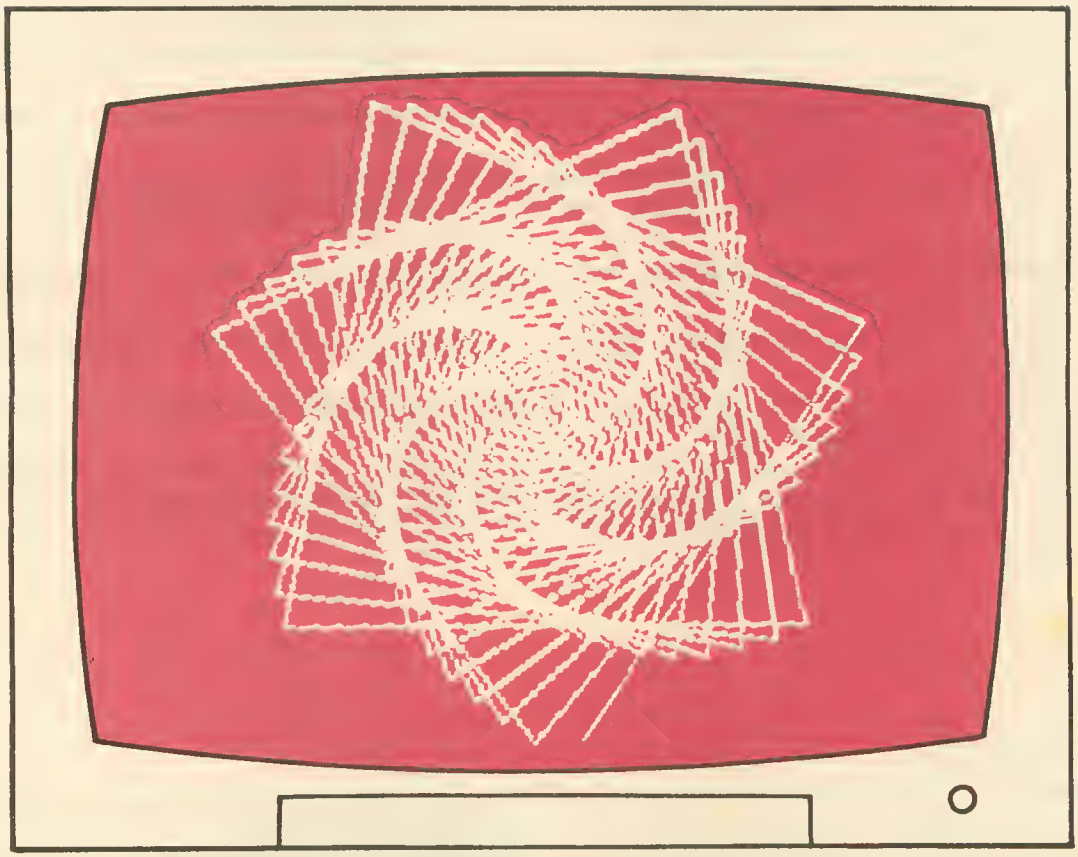
Antic®

CATALOG

AUTUMN



Just when you started wondering if you would ever again find new and better software for your Atari, Antic, in collaboration with the most diverse developers, brings you award-winning software.

What's more, in the last four years Antic has built a fine reputation by selling direct, cutting costs and passing the savings on to you!

Now. . . get ready to discover everything you've been looking for in the exciting world of telecommunications, professional tools, strategy and simulation software. All brought to you by Antic.

Dear Valued Customer:

When the Atari computer first made its debut, Antic Publishing was there to provide timely news and informaton in an exciting industry giving birth to a new way of life for Atari users.

Much has happened since that first day. Antic is the industry's leading Atari publisher. Our secret? Simple. Since the delivery of our first magazine, we have provided useful applications, entertainment, information, quality, and value directly to our customers.

And we're still doing that today. Publishing and delivering new and innovative software when the stores are facing a glut of old and high priced products.

We've cut costly mark-ups! When you buy Antic software, you can depend on quality and value at a price in keeping with your needs.

What's more, Antic will release new titles every three months.

This catalog is full of new and exciting software. Over 35 of the APX Classics are brand new titles, hand-picked from the offerings of today's most talented Atari programmers. Let the following pages show you new ways to use your Atari. Ways you may never even have thought about.

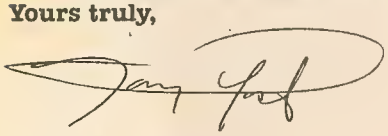
- **GRAPHICS—turn your Atari into a design studio. Don't miss this season's RAMbrandt and Graphic Shop on pages 7 and 8.**
- **TELECOMMUNICATIONS—be a powerful communicator with Bulletin Board Construction Set and BackTalk on pages 14 and 15.**
- **PRO-LINE—features the new Earth Views, Space Base, HomeCard, and Lifespan.**
- **APX CLASSICS—the wellspring of the new, and the most popular of the old—best titles in every category.**
- **ANTIC BOOKSTORE and PUBLIC DOMAIN SOFTWARE LIBRARY—where your imagination is the only limit.**
- **ANTIC ARCHIVES—our own back issues—on disk. Plus, an entire library of classic magazine volumes.**

As always, Antic takes care of every detail! Our software representatives are ready to help you choose the products that are right for you.

We will continue to make Antic the best source for Atari. You can count on us. Our products and customer satisfaction carry the Antic guarantee. We're only a toll-free call away!

Antic is proud to deliver the best of Atari.

Yours truly,



G.S. Yost
Marketing Director
Antic Publishing, Inc.

P.S. Learn more about our Antic customer feedback line on Compuserve. See details in the Customer Service note on next page. We look forward to hearing from you!

UPGRADE POLICY

All Antic APX Classics programs are backed by an excellent upgrade policy. Just send in your current original program disk with proof of purchase and specify the revision you want.

We will copy the new version directly onto the original disk. Please include a $5.00 upgrade and handling fee and send it to Antic Catalog Upgrades—Customer Service Department.

UNCONDITIONAL GUARANTEE OF COMPLETE SATISFACTION

We unconditionally guarantee every product we sell to be free of defects and to operate properly. If you are not completely satisfied, or if any item is defective, just contact our customer service department by mail, or phone, within 30 days of receipt of merchandise to arrange for a prompt replacement. Only returns in new condition, with the original packaging materials will be accepted.

OUR JOB IS TO HELP YOU!

CALL TODAY!

SEND E-MAIL!

WRITE TO US!

ANTIC CUSTOMER SERVICE TEAM

Meet the Antic Customer Service Team. Headed by Lisa Wehrer, they have 20 years combined experience in computer science, customer service, order processing and shipping.

All product distribution is coordinated by Lisa.

Thanks to her double-key, zip code system, each order receives a batch and individual number, which allows every order inquiry to be handled with personal attention. Lisa's 10 years as a customer service specialist provide you with the personal attention you deserve.

Here's how it works. You call toll free or mail in your order. Helpful telephone operators are available at your convenience 24 hours-a-day. Our customer service representative takes that information and enters it into our central databank. The following work day, Lisa's team processes your credit card or check and gives your order its own personal batch number. Then your order is telecommunicated via Atari telex to our central shipping location. There, each order is individually packed, logged, and shipped to you by first-class mail.

If we happen to be out of stock of an extremely popular program, Lisa will call you personally and tell you the status of your order—before you get concerned about it.

When you receive your order, you may have a question or just want to call and let us known how happy you are with the service and products. But, say you have a technical question. Ask for the product specialist. Or, you have a question about the package you have received. Ask for Lisa and refer to your zip code and batch number on the packing slip. To assure the best customer service possible, please don't call the 800 number. This is for orders only.

Compuserve members can take advantage of ANTIC ONLINE and leave a message that will be answered within two working days. Or, just log on and scan New Products for updates about the latest Catalog—sometimes even before it hits the streets! Just type GO ANTIC, select number 1 from the ANTIC ONLINE main menu and select Catalog Customer Service from the Antic Central menu.

It's a simple worry free process.

- **To order, call toll free (800) 227-1617 or write to Antic, 524 Second St., San Francisco, CA 94107.**
- **Customer Service inquiries call (415) 957-0886. (Please don't call our 800 number)**
- **Compuservice members log on to ANTIC ONLINE.**
- **Customer satisfaction and products carry the Antic Guarantee.**

Everything you need to know about ordering from the Antic Software catalog is right on this page.

We want to hear from you today!

PRODUCT WARRANTY

Antic Publishing, Inc. warrants the disks sold in this catalog for one year against failure due to ordinary wear and tear or faulty manufacture. Should you require warranty service, assistance or information, contact Antic Customer Service.

Antic Publishing
524 Second St.
San Francisco, Ca. 94107
(415) 957-0886

NOTE: You must send your warranty card to Antic to be covered by this warranty. If we have your card on file, you may return your original disk to us for evaluation and replacement.

NEW!
FIRST 520ST PROGRAM

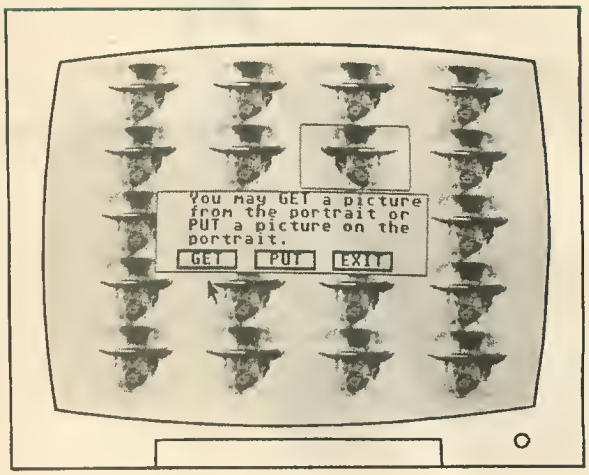
Antic ST Research & Development Presents:

C.O.L.R. OBJECT EDITOR

520 ST Color Oriented Low Resolution Object Editor
Written in C and assembly language
by The Rugby Circle

Written by professional, first-line ST developers for in-house design of ST Joust. C.O.L.R. OBJECT EDITOR will automate the design process of bit-mapped graphics images ***and*** transfer them to usable byte-array format. Sample source and object code animation routines are included. Save tremendous time and work. GEM interface gets you up-and-running right away.

ST RAM is divided into Mural space (full-screen 320×200) and Edit space (80×40 chunk). Grab any piece of your Mural with the edit drag box and it will ***instantly*** copy to the Edit screen. Flip to your Edit screen and the 80×40 chunk now fills 90 percent of the display (FatBits mode). Draw with the mouse ***or*** use the cursor keys for fine detail. Keep your bearings. Handy X-Y coordinates always on-screen. Create drag boxes to manipulate ***part*** or ***all*** of your images. Invert and twist objects, copy objects, and wipe drag boxes with any color. Preview final image size at ***all times*** in the Object Display Window.



"An all-purpose graphic design utility package for ST program designers using the 16-color mode."

Brilliant 16-color palettes are modified and stored in ***separate*** files for greater flexibility. Modify palettes with the R,G,B keys—RGB numeric values are displayed for easy reference. Up to four palettes may be stored in ***RAM*** and accessed ***immediately*** with the Function keys.

Mural mode has the unique ability to act as a temporary storage area for 20 Edit screens. Simple PUT and GET commands between Edit and Mural modes let you ***work on multiple objects at once*** without accessing the disk drive.

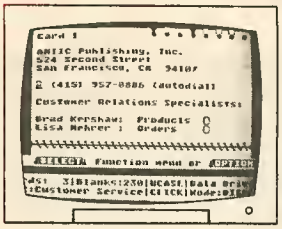
Just point and click the mouse to use your objects and designs. C.O.L.R. OBJECT EDITOR will then write a data file to disk in string array format. Generates source code ***essential*** for designing "software sprites"—the closest thing to player/missiles the 520ST has. An example is provided (in C) that will demonstrate how to move your objects around the screen for game animation. Also useful for creating detailed landscapes. Byte-arrays can be manipulated from other languages, such as assembler, Forth and BASIC. Mural file formats are compatible with other popular ST paint programs.

#ST201 $29.95

TOLL FREE **Credit card holders, call toll-free, 24 hours-a-day**
800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133) **ORDERS ONLY!**

Pro-Line

HomeCard™



by Sparky Starks and Russ Wetmore

"Maintain *all* those lists—by the author of HomePak"

Keep your personal lists in order. Christmas lists, mailing lists, Rolodex® lists, personnel files and telephone files aren't a bother anymore! HomeCard is a speedy, full-featured, electronic index card filing system. HomeCard is a label and list management tool with advanced printer formatting. Create *your own* label formats—Rolodex, one-up labels, customized letters (with HomeText), envelopes, cheshire labels, columnar reports, etc. Use HomeCard to create lists and keep them up-to-date. Make changes easily—full-screen editing with popular word-processing commands. Add and delete names, addresses, phone numbers. Store 234 cards on each disk, divided into up to 8 major categories. Chain any number of cards together for reference & print-out. Autodial phone numbers with Atari 1030, or Hayes - compatible modems. . . or with tones generated by TV speaker. Use in home, school, office too!

Editors Note: HomeCard is a quality information management tool which has been uniquely designed for use by all microcomputer users, regardless of their level of computer literacy. If you are working with a computer for the first time, you'll appreciate how easy it is to use HomeCard. If you are a more advanced user, you will find that, underneath its simplicity, HomeCard offers very sophisticated features never implemented before on an 8-bit computer. Anyone who wants to store information for future use will want to look closely at HomeCard.

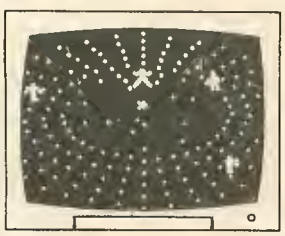
REQUIRES: 48K RAM
OPTIONAL: Printer, Atari 1030 or Hayes-compatible modem
#RW100 on-sale $19.95 —was $24.95

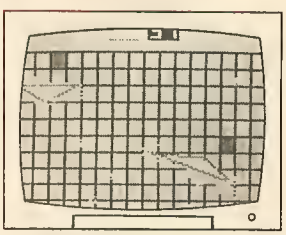
Introducing

life

Wouldn't you like to know more about yours?

LIFESPAN





At last. Entertaining, enlightening software for the experienced Human Being.
By John O'Neil, the man Electronic Games magazine called "The Salvador Dali of Computer Games."

Five games take you on a kaleidoscoping journey through Life. You can play them.
Think about them. Or just look. LIFESPAN. A game about where you've been. Where you are.
And where you're going.

#LS100 $17.95 LIFESPAN is an Admacadiam production.

Pro-Line

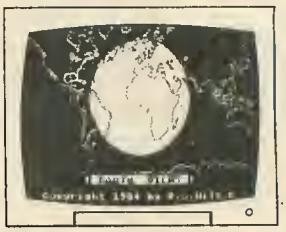
TRAVEL TO THE STARS!

"Feed your imagination a banquet!"

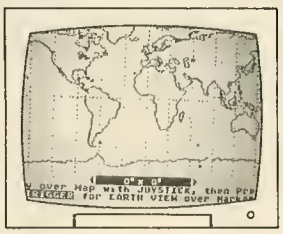
Get an understanding of the important scientific facts, terms and theories of today. Use EARTH VIEWS and SPACE BASE to study: Geography, Astronomy, Cartography, Spaceflight tracking, Physics, History and Science. For education. For fun.

EDITORS NOTE: This pair of programs lets you perform **elaborate visual representations** of the Earth, its environs and its heavenly bodies—Along with the data needed for study—Well presented. Complete with documentation that is clear and detailed. Get plotting speed, screen detail and motion formerly only possible with mini and mainframe computers. Extremely well programmed—Lots of applications, particularly in education. Science departments love them!

Rotating Globe
(Orthographic Projection)



Cylindrical Projection with
Orthographic Overlay



Mercator Projection

"Perfect for Geography, Science, HAM Radio, History & Current Events"

EARTH VIEWS

by R.G. Wilson
Written in machine language

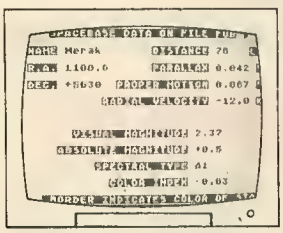
EARTH VIEWS is a WORLD ATLAS!—An electronic world GLOBE!—An exciting adventure game! Yes, it's all 3 in 1: An ATLAS, a GLOBE, a GAME! Call up 250,000 different maps & views of the earth **instantly** at the touch of a button! Includes detailed hi-res maps & projections linked to a giant "Gazeteer Of WORLD PLACENAMES".

In the "GAME" Section: You fly into the Bermuda triangle—Go on quests to exotic places—On your search for Fame, Fortune & Happiness! A built-in HELP feature guides you.

Detailed screen displays of longitude & latitude, lots of colorful information.

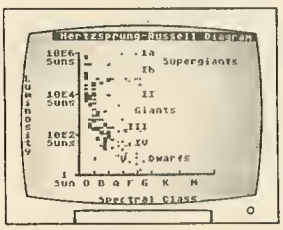
REQUIRES: 48K RAM, One joystick

#AP141 $19.95



Messier Catalog Star Data

Scrolling Star Map



Hertzsprung-Russell Diagram

"Makes Science Fascinating!"

SPACE BASE

by Jeff Mehlman
Written in machine language

SPACE BASE is a computer-referenced SKY ATLAS—SPACE BASE is a STELLAR INFORMATION DATA BASE—SPACE BASE is a complete, instant ASTRONOMY REFERENCE SOURCE! SPACE BASE is **All Three! In ONE PROGRAM!** Features include: Cursor movement over giant scrolling color star map (larger than any other scrolling map). Get star data: Name, R.A., DEC, distance from Earth, parallax, radial velocity, magnitudes, spectral type, color index, and more! Colorful screen chart shows where each star fits into the Hertzsprung-Russell Diagram. Study deep sky objects: diffuse nebulae, planetary nebulae, open clusters, globular clusters, many types of galaxies. Border of screen is the "color" of that star! A **must** if you own a telescope. A valuable addition to your library of learning software.

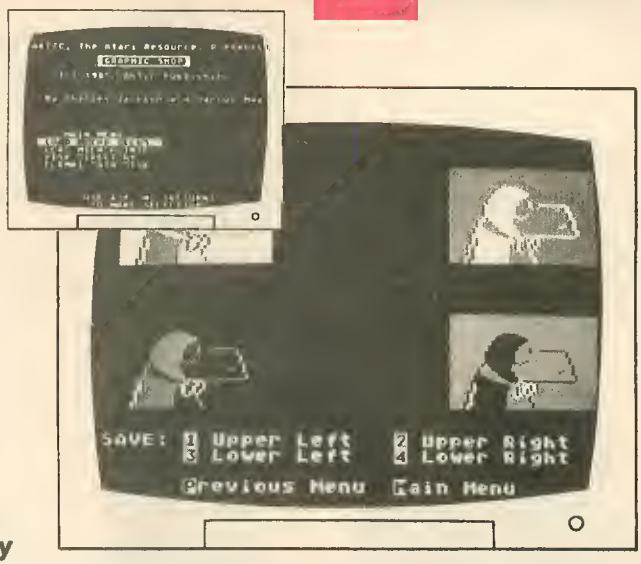
REQUIRES: 48K RAM, One joystick

#AP142 $19.95

Create Print Shop icon graphics from all or part of your favorite Micro Illustrator or Micropainter graphics files.

GRAPHIC SHOP

by Charles Jackson and Darryl May
Written in compiled BASIC



Now you can use the best graphics editing software to create signs, banners and decorative icons for the best graphics printing program. If you've enjoyed the fabulous, friendly Print Shop from Broderbund, you may have been a little frustrated by the limitations of its graphics editor. Wouldn't you like to **harness the power and handling ease** of your Koala Pad or Touch Tablet to create those nifty letterheads? **Now it's a snap with GRAPHIC SHOP!** GRAPHIC SHOP uses a menu system and commands similar to Print Shop. Choose to either **compress an entire picture** into a Print Shop file **or** pick up and **convert only a small portion of it.** Printer **Preview Screen** uses four windows to let you choose which color registers will be replaced by pattern fills, and which will appear as black and white. GRAPHIC SHOP was designed by the Antic staff to be elegant and simple to use.

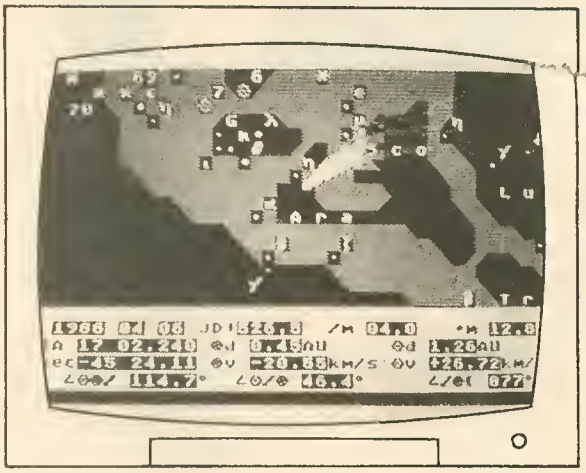
OPTIONAL: RAMbrandt (AP157)

#AP156 $19.95

"Could be the closest look anyone's going to get of Halley's Comet. . ."

HALLEY PATROL

by Jeff Mehlman
Written in machine language



Atari owners are extra-lucky this year! This **interactive graphic almanac** will take all the frustration out of discovering when and where to find Comet Halley. Detail and clarity are what the Atari can display so well, and the author of Space Base has done it again! HALLEY PATROL **animates** the comet in the same nine-foot by three-foot star map **with** a simultaneous information almanac. Key in any date for quick reference, or use the joystick or function keys to cruise through the animated seven-month period of viewing opportunity. Watch the comet grow from a speck and become visible in November. Labeled constellations smoothly scroll by as it turns into a blazing giant in late March, obscuring a section of the Milky Way. Visually **track the angle of the tail** in relation to the constellations as it continually shifts position. For **serious astronomers**, the almanac window displays fifteen fields which access its huge file of comet data. Get the Right Ascension, Declination, Jovian date, 4 types of distances and velocities, Magnitude, and much more! Information bar gives novices **clear advice** about visibility conditions, full moons and solar flares, etc. Excellent documentation. The whole family will love this!

#AP159 $17.95

FREE BONUS DISK! Order **now** and we'll send you HALLEY WATCH, an educational microscreen astronomy class. Using Antic's elegant Fader slideshow, the author has developed an accurate course in Comet Halley's history, its physical structure, and point-of-view treetop tracking. Written for anyone to understand, you'll discover where to look for the comet at its closest passes to the Earth. Editors note: (Jeff Mehlman has requested that we make HALLEY WATCH a FREE contribution in accordance with the credo of The International Halley Watch.)

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800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

ORDERS ONLY!

Pro-Line

NOW, make your programs look more professional than the pros!

RAMbrandt

ATARI DESIGN STUDIO

by Bard Ermentrout of PACE

Written in FORTH and machine language

Imagine . . . the ultimate, all-in-one paint software. For under $20! Sit down with RAMbrant and enter a graphic design studio with the tools to make any programmer a creative artist. When we first saw this at Antic, it took our technical staff **three hours** to step through each of its features. Use the built-in programmers toolkit to enhance your own programs or picture files. Or just doodle with RAMbrandt for the fun of it! We barely have enough room to list all the **power**, but here goes:

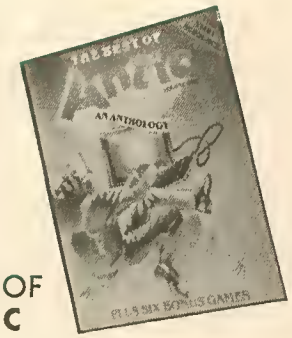
- 5 graphics modes (7, 7+ (ANTIC E), and GTIA 9, 10, 11)
- Works with joystick, Koala Pad or Atari Touch Tablet; or **both** joystick and graphics tablet
- All functions execute **faster than any other paint program**
- Commands are screen selectable with on-screen mode window
- Horizontal and vertical coordinates always displayed
- 8ox mode
- Circle/elipse mode
- Rubber band line mode
- Freehand plot mode
- Text mode (print in 4 sizes with **any font**—3 included)
- Paint or fill with any font
- Undo. A super-safety feature.
- Color hunt mode (paint over only the color you select)
- Random/Probability color and Exclusive Or color
- Transparent color (allows Quilt overlays)
- Window mode—grab any or all of your image and:
  - —Rotate in 5 degree increments up to 360 degrees
  - —Vertically or horizontally flip
  - —Wipe with any color
  - —Animate
- Animation mode (capture up to 32 frames and flip thru them at any speed—preview Moviemaker ideas instantly)
- Rubber stamp mode (multiple rubber stamps can pick up pieces of your pictures and duplicate them wherever you want)
- Fill mode (pattern, solid and random—define patterns yourself and store them on disk)
- Mirror mode (vertical, horizontal, and 4-way)
- Zoom mode
- User-definable unlimited brushes (5 predefined brushed built-in)
- Airbrush and Thick paint modes
- Paint or fill with any pattern, quilt or tile
- Quilts (selectable/definable two-color patterns which can be stored on disk—5 built-in)
- Tiles (selectable/definable patterns with any number of colors which can be stored on disk—5 built-in)
- Checked/Mix, horizontal or vertical striped patterns
- 128 colors on-screen at once in any mode with easy one-key access to Display List Interrupts. Works in all modes.
- Scale mode (select any size area and reduce it or blow it up)
- Mosaic RAMdisk support (flip from screen to screen)
- **Future** versions will support 130XE and Axlon RAMdisk.
- Printer module supports fast or slow screen dumps to Epson MX80-compatibles and C.ITOH/NEC printers
- Okimate 10 color printer dump supports color fine-tuning
- Flip images backwards for T-shirt iron-on's!
- Save and Load pictures in formats compatible with Moviemaker, Micro-illustrator, and Micropainter
- Complete documentation (includes info about file formats)

REQUIRES: 48K RAM, One joystick and/or Koala Pad or Touch Tablet
OPTIONAL: Okimate 10, Epson MX80-compatible, C.ITOH or NEC printer. Mosaic RAMdisk.

#AP157 $19.95

FREE BONUS! **Order now** and get a FREE DISK with a best-of collection of RAMbrandt pictures (including examples in each GTIA mode) **plus** extra character sets.

BOOKSTORE



BEST OF **ANTIC** ANTHOLOGY

298 pages of the finest material from **Antic's** first year (original magazines out of print). You get 31 terrific programs—utilities, applications and tutorials. 10 games including 6 never published anywhere else. NO typing when you order Book+Disk!

#MG200 $12.95

ANTHOLOGY & DISK (double-sided)
#MG201 $24.95

NEW!

ATARI PLAYER-MISSILE GRAPHICS IN BASIC

by Philip Seyer

Learn the secrets of player image design and animation and make your players dance! Create professional-quality Atari special effects. Includes 12 chapters of programming examples, plus MAZEDUEL, a two-player arcade game/tutorial. Add sound, missiles, 3-D effects, and collision detection—clear step-by-step instructions demonstrate how. Spiral bound to lie flat—173 pages plus appendix.

#MG950 $14.95
ATARI PMG+DISK
#MG951 $24.95

KIDS AND THE ATARI

"A well-known, best-seller"

Teaches kids to write programs and games. Educational & fun! Complete with instructor's notes, student assignments, clear examples. All in a 216-page workbook format. Excellent! Clever illustrations!

#MG900 $19.95

ATARI GRAPHICS AND ARCADE GAME DESIGN

Add realism, action & interest to your games. 10 clear, detailed chapters unlock the mysteries of writing imaginative Atari games! Learn the secrets! Increase your skills! Complete basics, advanced theory & stumbling blocks. Lists 6 ready-to-run game programs. For novice or expert. 477 pages w/appendix.

#MG103 $19.95

THE MUSICAL ATARI

"Become a keyboard organist"

Turn your Atari computer into a keyboard organ or piano! Learn 4-voice music theory while you learn BASIC too! Chapters include: What is music?, resonance, harmony & special effects library, plus 29 favorite songs scores, written in Atari sound statement numbers and standard musical notation.

#MG800 $14.95

ATARI **BASIC,** FASTER AND BETTER

By Carl Evans,
Antic Contributing Editor

Make your BASIC programs run better and faster! Know the tricks! Here's a daily reference cookbook of subroutines and techniques for improving your code. Ready-to-run solutions to most common programming problems: Includes 300 pages of handlers, machine language routines, and program shells.

#MG400 $15.95
ATARI BASIC+DISKS (2 double-sided)
#MG401 $29.95

ATARI COLOR GRAPHICS

"A complete, step-by-step course"

Master the mysteries! Teach yourself to be a computer artist. Get this 202-page beginner's workbook—Unlock the secrets of Atari color graphics, the machine's most powerful feature. So simple to follow, a complete novice can create stunning graphic displays by following a few easy steps.

#MG500 $12.95

TOLL FREE

Credit card holders, call toll-free, 24 hours-a-day
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ORDERS ONLY!

APX CLASSICS from ANTIC

XE, XL COMPATIBLE

APX lives again. . . via Antic!

The Atari Program Exchange was one of the most advanced software distribution concepts ever created for personal computers (IBM came out with something very similar for the PC in 1984). APX published the best software submitted by Atari users from all over the world. These programs were outstanding—but considered too specialized in appeal for Atari's mass merchandising channels.

APX software was packaged simply but tastefully and sold mostly through well-written catalogs. With the reorganization of the Atari company and the shutdown of APX operations, Antic arranged directly with the authors to re-release many of the very best APX programs—games, real world applications, powerful utilities, demonstrations and tutorials.

APX Classics from ANTIC brings back the *finest* programs that had been unavailable to Atari users for many months. And you can count on being able to find what you're looking for at *half* Atari's former prices.

But you'll also notice that many of these programs have never been published anywhere before . . .

We are including this brand-new software with our top-of-the-line APX Classics because we want you to know they are as good as the best of APX. (Also, a lot are the latest works of former APX star programmers.) Watch for new product introductions every two months. If you have written an *outstanding* program, send it in for our Catalog Manager to evaluate. We pay competitive royalties.

All software available on disk only.

Each program disk is self-documented. Antic is in no manner associated with the Atari Program Exchange. Atari is a trademark of the Atari Corp. Antic is an independent periodical not affiliated in any way with Atari Corp.

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Fantasy & Adventure

"Feature-packed Word processing! A business plus!"

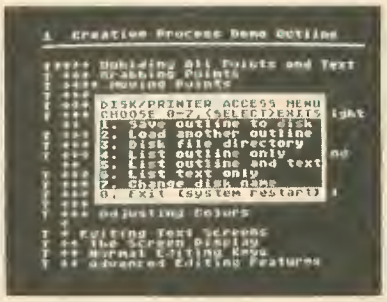
WORD MAGIC—NEW!

by Blue Collar Software version 4.0
Written in machine language
WORD MAGIC is *the* high-powered, low-priced word processor program for you! It's got *every major feature* you'll demand, plus all the *special* ones you'll love. "On-line help files" get you started. Choose from many type fonts. "Cut and paste" between files, then check your work with automatic, on-screen formatting. WORD MAGIC keeps you in control; use a joystick or trackball to quickly move the cursor—Scan files rapidly!
EDITOR'S NOTE: If you own the *compatible* Antic DATA MANAGER XL (AP129), you can easily perform professional mail-merge list processing and form letter operations. Or use WORD MAGIC with *built-in* GRAPHIC MAGIC plus an Epson or Gemini printer—Easily and professionally insert any graphic into any document. Then preview, paginate and print it out automatically! (This pair is functionally similar to the Macintosh and ImageWriter graphics/text combos.) See FREE BONUS below!
OPTIONAL: One Joystick or Trackball Controller
#AP130 $19.95
130XE version: Includes Word Magic, Graphic Magic *and* Spell Magic:
#AP160 $29.95

"GRAPHIC MAGIC is a* FREE BONUS *when you buy WORD MAGIC!"

GRAPHIC MAGIC

by Blue Collar Software
Combine graphics with your text!
Written in machine language
Here's a software program that is really magical! Combine illustrations & graphics with written presentations. Use it together with WORD MAGIC, plus an Epson or Gemini printer. Enhance your text with graphs, drawings, sketches & charts. Use illustrations you've generated with Micropainter, Microlllustrator, B/Graph, or Graphics Mode 8. Functionally similar to the Macintosh & Imagewriter combination of text and graphics. Thousands of uses!



Creative Process

NEW!

Organize ideas with this thinktank outline processor for the Atari.

CREATIVE PROCESS

by Dave Thorson
Written in machine language
Capture your ideas and turn them into professional documents. *Control your own schedule* and juggle many projects at once. CREATIVE PROCESS can be your desktop manager, a drafting tool for making sense out of long meetings, an outline processor, address and phone number filer, project manager, calendar, time-record manager, and work-in-progress monitor. Reduce the time needed to get out a document because *speed is the key feature.* GEM-like command windows let you concentrate on *ideas.* It's as easy as jotting down a note. Advanced editing features include *WindowCopy*—user-defined windows that move or copy text anywhere. Undo key, adjustable screen colors, utilities package, and 130 XE RAM-disk support are only a few of CREATIVE PROCESS's *huge* list of features. Comes pre-configured for single and enhanced density—capable of supporting your double-density DOS's as well. 100% compatible with Word Magic (AP130), Atariwriter, and Paperclip.
REQUIRES: 48K RAM
OPTIONAL: Atari-compatible printer, Word Magic (AP130)
#AP151 $19.95

NEW!

"The first* integrated, expandable *dictionary for the Atari!"

SPELL MAGIC™

by Blue Collar Software
Written in machine language
Spell it *right—every time,* with this 34,000-word integrated dictionary. Get started fast with on-line help and simple menus. Install SPELL MAGIC and WORD MAGIC together on one disk. *Also*—check documents created by other word processors such as Paperclip and HomePak. Check in context: SPELL MAGIC *always* displays your document in a window on the upper half of your screen. Add an unlimited number of expandable *personal dictionaries* (up to 10,000 words each). Updates your personal dictionary automatically while checking words. Counts words. Works with single or double drive systems.
#AP144 $19.95

"Finally, a flexible, full-featured database."

DATA MANAGER XL

by William Bartlett
Written in BASIC and machine language
Here's a flexible, integrated data base manager/mini-word processor that's easy-to-use. Highly flexible features include: color-coded files, program handles up to 100 field (indexable categories), each field as large as 120 characters,—Quickly make changes with easy add and delete options. Print custom reports from existing files. An Index Manager function allows sorting and file rebuilding. Use with compatible AtariWriter and/or Antic's WORD MAGIC (AP130) for mail merge, form letters, or other letter/list processing needs! A special "Tools Manager" section features: database diagnostics & utilities plus a disk drive speed checker! How-to instructions are complete & detailed.
REQUIRES: Atari BASIC
#AP129 $19.95

Personal Productivity

PRINTER DRIVER CONSTRUCTION SET— For AtariWriter

by John Eric Hinckley

Written in machine language

Build your own printer drivers for AtariWriter! Now AtariWriter is totally compatible with every printer. Comes with 12 preconfigured drivers on disk, including: Epson FX-80/MX-80, Gemini 10X, NEC 8023, C.Itoh Prowriter, Atari 1027, and Brother HR-25. Get improved utility from AtariWriter and your printer! Finally, you get all the features you need with your printer: Elongated text, centering,, up to 3 different type fonts, proportional spacing, underlining, superscript, subscripts, and blocked right text. Includes demo file to show what functions are seen by your printer and special control-code prompts for quick one-time configuring of your custom printer driver.

REQUIRES: AtariWriter cartridge, any Atari-compatible printer.

#AP131 $19.95

"Minicomputer power—now your documents can look like the pro's."

THE PRINT TOOL

by Marshall D. Abrams Ph.D.

Written in machine language

Control exactly how you want text laid out on a printed page or on a screen. THE PRINT TOOL is an Atari conversion of RUNOFF: the document formatter/compiler previously available only on DEC PDP-11's and VAX's. Automatically generate a table of contents, footnotes and index. Make slides for audiovisual presentations. Automatic section, chapter, appendix and page numbering. Use it for any size document—it outputs word plus line count. And much more! Compatible with every text editor/word processor. Students use THE PRINT TOOL for thesis formatting. Teachers use it for class materials—the same source can be used for slides and outlines. Plus, more professional programmers use it for documentation than *any other* text formatter.

REQUIRES: Any text editor (such as WORD MAGIC/AP130)

#AP148 $19.95

"For Business, Fine arts, Engineering, computing!"

SCREEN PLOT

by Robert Wilson and Michael Reichmann

Written in compiled BASIC and machine language

Now you can easily transfer color Atari screen graphics to paper. Supports Atari 1020 color plotter, Radio Shack CGP-115, Mannesmann Tally Pixy 3, Sweet Pea color plotters. Plot in different sizes; modify aspect/display ratios; display pictures & preview pen colors on screen. Special "superimpose" option stacks one plot on top of another. Generate drawings on screen with B/Graph, MicroIllustrator, Atari Artist, Atari Graphics, Atari Paint, Atari World or MicroPainter. Then print them out in color! It's easy with SCREEN PLOT! Includes source code to teach how plotter drivers are written.

REQUIRES: One of the above-listed plotters.

#AP135 $12.95

"The only genealogy program for the Atari!"

THE FAMILY TREE

by Harry Koons

Written in BASIC

Record & access up to 6 generations of historical family data with THE FAMILY TREE. Enter names, dates, places & facts; then print out an actual pedigree chart of your own lineage (on any printer). Use the joystick or keyboard to select any relative. Display three windows of pertinent information about that family member instantly. All historical data can be displayed & edited on-screen. Save up to 24 generations on one disk. Send printed charts to distant relatives—get their help in completing each family member's history. Preserve your family tree for posterity!

REQUIRES: Atari BASIC

OPTIONAL: One Joystick

#AP133 $19.95

GET-ORGANIZED SERIES

THE HOME INVENTORY

by Erv Friedman

Written in BASIC and machine language

Keep track of all the items in your home! Now, you can have a list indexed by: item type/location/value/or other custom categories. Calculate & Print out depreciation figures: monthly, yearly, plus totals & current values. Get both "straight-line" and "single item" depreciation figures for your taxes. Menu-driven system makes entries & catalog changes easy! Aids financial planning/accounting/insurance tasks. Large database stores up to 500 items per disk for fingertip access! *PROTECT YOURSELF!* Record your belongings!

REQUIRES: Atari BASIC

#AP127 $19.95

The Roster

Makes Keeping track of names and addresses a snap!

#AP126 $19.95

The Expense Tracker

"The only complete expense system for Atari owners!"

#AP128 $19.95

APX CLASSICS FROM ANTIC

Personal Productivity

The two most powerful Atari financial modeling tools for less than the original price of one!

REAL ESTATE CASH FLOW ANALYSIS

by Richard Lindgren
Written in BASIC

Know the score in real estate investing! Discover if you can afford property. Analyze the important costs and benefits. Compute before-tax and after-tax cash flows! Compute projected net worth of an investment property! Compute monthly payments, interest rates, principal amounts, terms for self-amortized loans and more! Three integrated software modules: Data Editor, Cash Flow Analysis, and Loan Amortization perform the analyses/calculations. Then you print them out! Sample application & complete documentation included.

FREE with REAL ESTATE CASH FLOW ANALYSIS

STRATEGIC FINANCIAL RATIO ANALYSIS

by Richard Lindgren
Written in BASIC

Ideal For Investors! Measure financial performance. Develop business strategies with the aid of 15 "Strategic Ratio" plus 15 "Miscellaneous Ratios". Compute financial ratios to measure corporate profitability, liquidity and use of debt. Allows "what if" Financial Modeling of your business. Print out the facts & figures! Aids financial planning. Increases your odds!

REQUIRES: Atari BASIC
#AP125 $19.95

"A dedicated spreadsheet designed to make you a better player in the stock market game. . ."

STOCK MANAGEMENT

by Greg Thrush
Written in BASIC and machine language

Here's the way for a serious trader to stay on top of stock record-keeping and analysis. A series of easy-to-follow menus guides you. Maintains hundreds of transactions! Access your stocks' current status, current value, capital gains, total value, or a summary of your holdings. Then print them out! Even special commands written for historical tracking of portfolios.

REQUIRES: Atari BASIC
#AP106 $19.95

APX CLASSICS FROM ANTIC

Programmer's Library

"One of the best-designed animation packages, ever."

CARTOONIST

by Bryan Talbot
Written in BASIC and machine language

Generate exciting moving graphics with your Atari computer! Do fancy animation quickly! Easily create moving, animated displays of people, objects, or creatures you imagine. They'll walk, slither, hop and fly across the screen! Create a computer "movie" of still frames YOU design—(Use your joystick). Then play still frames back at speeds of up 200 per second—Get GREAT animation! Save your "movies" on disk for later use or in BASIC programs. Written to allow quick & easy changes and for great results! Menu-driven and joystick-based, so kids love it.

REQUIRES: Atari BASIC. One joystick
OPTIONAL: One set of paddle controllers
#AP124 $19.95

Cartoonist

Mapware

MAPWARE

by Harry Koons and Art Prag
Written in BASIC

Create high-resolution world maps. Store your maps for later use! Ideal for History, Geography, Cartography, Geology, amateur radio, spaceflight tracking, etc. For schools. For business. Easy-to-use, menu-driven program creates and displays maps in 4 different projections: cylindrical, orthographic equatorial, azimuthal equidistant, and general perspective/global. User prompts speed the map-making process. Nearly 9000 built-in, computer coordinates locate land masses and islands anywhere on earth! Make hardcopy hi-res maps with your printer. Plus, the BASIC source code is modifiable so you can use the routines in your own programs.

REQUIRES: Atari BASIC
#AP134 $19.95

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ORDERS ONLY!

NEW!

"New double desnity disk editor for Indus, Rana, Trak, Astra or Percom drives. . ."

DISK SCANNER—DOUBLE DENSITY

by Mike Fleischmann

Written in machine language

Make quick modifications to disk files. Learn the secrets of disk structure. Get a fighting chance in restoring crashed disks. DISK SCANNER is the most *flexible* disk sector editor ever published for the Atari. Disassemble sectors using four range options. Modify sectors and edit them on-screen—use its scrolling map for 256 byte sectors. Redefine sector link masks to adjust to *any* DOS. Scan and print sectors. Trace sector chains. Search sectors by range or chain. Comes pre-configured for single or double density. Enhanced density is supported by an INSTALL utility. Documentation includes a tutorial about disk initialization, variable table of contents (VTOC), directory location and structure. And much more! Added Bonus For Advanced Programmers!
Includes a relocatable machine language monitor *and* a directory sorter.

#AP145 $19.95

"Design your programs with built-in documentation."

THE [HELP] SYSTEM

by Michael Barall

Written in machine language

Create professional [Help] systems for programs you've written! Create custom arrangement of sub-menus—up to 25 levels! Automatically generate [Help] systems with the "Help Text Compiler" and the "Help Text Viewer". Now you can put those special keys, like the [Help] key to work for you. This program was written by a Stanford mathematician who directed Advanced Operating Systems development at Atari Inc. Makes writing [Help] systems easy. Includes a license which permits [Help] systems to be used in commercial programs.

REQUIRES: Text Editor (such as Word Magic (#AP130))
OPTIONAL: Atari Macro Assembler or OSS MAC/65

#AP136 $15.95

NEW!

"The single most-used utility in my entire library.—Ron Luks, SYSOP & Founder, Sig*Atari

SHERLOCK 1050 Enhanced Density Disk Sector Editor

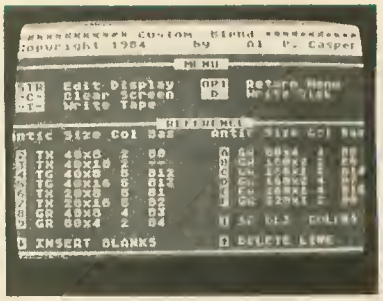
by Dan Moore and Steve Ahlstrom

Written in machine language

The Atari 1050 disk drive *demands* new tools for accessing/editing sectors above 720. With SHERLOCK 1050 you can customize *any* program in your library—and you *don't* have to be an assembly language programmer. Modify commercial applications programs to take full advantages of your own Atari system. Alter programs to easily access RAMdisks, change title screens, customize menus—anything is possible. Examine or edit any byte in any sector of your enhanced or single density disks (in HEX and ASCII mode). Disassemble (from the disk itself) any machine language file or autoboot disk and *learn its secrets! Restore deleted files* and *salvage broken files* with the Trace option. Instantly create a sector map of a DOS 2.5 or 2.0 disk. Quickly search through an entire disk for up to 32-byte strings in either HEX or ASCII format. Send SHERLOCK 1050 output data to your screen or printer. HEX-to-decimal conversion utility is built-in. *All at machine language speed, and more!* Includes a tutorial for novice disk users.

REQUIRES: Atari 810 or 1050 disk drives
OPTIONAL: Atari-compatible printer

#AP155 $19.95



Custom Blend

"Control ALL the graphics modes with this Display List subroutine generator."

CUSTOM BLEND

by Al Casper

Written in machine language

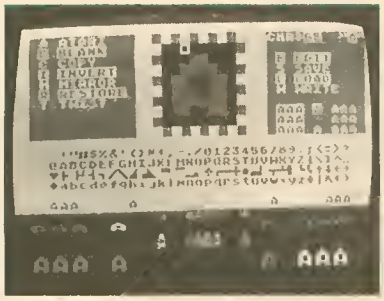
Create any combo of text and graphic modes—then automatically write programs in BASIC to create that custom display! Forget about trial and error programming! Access the "ANTIC" custom micro-chip inside your Atari—unleash its power! Use your joystick and CUSTOM BLEND to control any of the Atari 14 graphics display modes. The Automatic Display List Interrupt feature makes it easy to put two totally different character sets on the screen at once—and double the number of colors you have to work with! Includes set of on-disk sample screens.

REQUIRES: One joystick
OPTIONAL: Instedit (AP117); Atari BASIC language

#AP118 $15.95

APX CLASSICS FROM ANTIC

Programmer's Library



"Create custom character sets with many uses!"

INSTEDIT

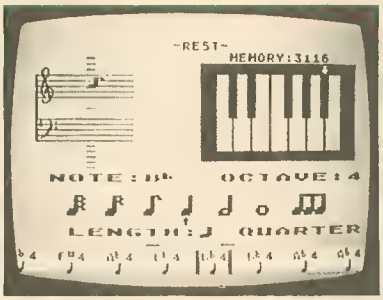
by Sheldon Leemon

Written in BASIC and machine language

Create custom character sets for use in business, games & computing, math, chemistry, video & film production, foreign languages, publishing & fine arts, and more! Simultaneously shows character editing in 6 graphic modes! Make changes easily! Helpful "memo pad function" turns lower half of your screen into a 6-mode graphics workbench. Extend your work into arcade-style, pro-quality game routines with high-res animation! Design special player & missile shapes too! Store your character sets on disk for later easy use as: BASIC data statements, assembler source code, or as a subroutine for addition to other programs & games. Put two different fonts on-screen at once with Antic's compatible CUSTOM BLEND (AP118). *Every* character editing capability you could ask for, *and then some!*

REQUIRES: Atari BASIC: One joystick

#AP117 on-sale $15.95—was $19.95



"The ONLY music utility for BASIC programmers!"

ENHANCED POKEY PLAYER

by Craig Chamberlain

Written in BASIC and machine language

Jazz up any program with background music! Experiment instantly—choose from over 50 songs (over 1-1/4 hours of music, including the 1st Movement from Bach's 5th Brandenburg Concerto). Input and edit sheet music under 100% joystick control with the Pokey Editor. Compiled songs are stored as super-compressed BASIC statements. ENTER the song with a BASIC program and, when RUN, it'll play at any tempo in the Vertical Blank Interrupt. Get special effects like phase-shifting, variable attack and decay, percussion, and 8-octave range. Documentation includes a thorough tutorial in electronic music, and how to get the most out of the POKEY chip. A license is included which permits POKEY PLAYER songs to be used in commercial programs.

REQUIRES: Atari BASIC

#AP147 $15.95

"Highly disk and memory efficient graphic editor designed for BASIC and M/L programmers."

ENHANCED DRAW IT!

by James Burton

Written in machine language

ENHANCED DRAW IT! is a graphics mode 7 paint package plus compression utilities (designed by Ed Churnside of Dragon Quest fame). Let your creativity run wild! Draw free hand with your joystick (status window displays horizontal and vertical position), or automatically draw shapes: circles, boxes and lines. Programmers find ENHANCED DRAW IT! perfect for developing graphics adventure screens. Use the file compression programs to pack dozens of pictures on a disk! Built-in ANIMATOR feature is perfect for art shows/presentations and simple animation experiments. Status window menu info helps you develop precise drawings or any-size custom text. Choose from up to 16 different colors and eight hue levels. Control four color pens, plus two levels of zoom for micro-drawing and close-ups. Then, add your drawings or charts to any BASIC or M/L program! Features autofill, page-merging & page-wipe! Store and Explore! Finally, programmers can efficiently use the Atari's most powerful and colorful features!

REQUIRES: One joystick

OPTIONAL: Atari BASIC

#AP108 on-sale $15.95—was$19.95

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"The most popular Atari terminal emulator of all time!"

CHAMELEON CRT TERMINAL EMULATOR

VER. 4.03 NEW VERSION

by John Palevich

Written in machine language

Turn your Atari into a variety of computer terminals! Five popular types: Glass TTY, ADM-3A, DEC VT-52, IBM 3031 ASCII, plus a test terminal. Software supports tab, backspace, line feed (on/off), form feed, bell signal, speeds up to 9600 gps, plus lots more. Widescreen 80 and 132 column emulation. You've never seen anything as fast and smooth as the vertical *and* horizontal fine scrolling. All these features make CHAMELEON flexible enough to use with UNIX operating systems. Perfect for logging on to non-standard systems, such as MCI MAIL and DELPHI, because you can customize *all* terminal parameters. Autodials and stores up to 16 phone numbers. Supports files transfers and features on all Atari 850-interfaces, 835, 1030, and XM301 modems. Version 4.03 includes Columbia University's Kermit file-transfer capability, in addition to total compatibility with the popular Xmodem protocol.

REQUIRES: 48K RAM

#AP113 $19.95

Your 6502 Atari can teach you to program the Atari ST!

DEEP BLUE C COMPILER

by John Palevich

Written in C

One of the most transportable languages—Runs on other computers with only minor modifications! Eliminate the tedious hours of assembly language debugging! Faster & more powerful than BASIC. This general purpose language is the "De Facto" standard for the new generation of multi-user "workstation computers" and 68000-based machines like the Atari ST. Pointers, recursive functions, and high-level control structures make complete software systems easy-to-design, implement & maintain.

REQUIRES: 48K RAM, A text editor such as WordMagic/AP130
OPTIONAL: Mathlib for C (AP132)

#AP114 $19.95

NEW!

"Control features previously impossible on any BBS!"

BULLETIN BOARD CONSTRUCTON SET™

Hayes-compatible version

by Scott Brause (Delphi ID: RABBIT)

Written in machine language

Get more control over your bulletin board than ever before possible! Use the four BBCS editors, and BBCS will program a custom board for you—*automatically*. Create on-line opinion surveys and hold group elections. Use your board for order taking and start your own business! Change menus and features without having to bring your board down. Perform *all* SYSOP functions from anywhere in the world with *complete* system security. Define up to 26 terminal types to make your board support up to 26 other kinds of computers. Use any hardware configurations: supports ATR8000, Hayes Chronograph, ICD R-TIME cartridge, Axlon RAMDISK, and most Atari DOS's in most densities. Private email includes a message base editor with search and replace functions. Here are some of BBCS's outstanding features:

- 100% machine language, 48K required
- Compatible with ALL Atari computers with 48K or more.
- 65,792 security levels. Each level determines what the user will and will not see, plus decides upon access to a particular area.
- Additional "privilege" levels to allow more flexibility in defining security.
- Xmodem upload/download using Atari and standard CP/M modes. ASCII upload/download also available.
- BBS screen colors are selectable.
- Status window on line 1 to convey important information.
- BBCS may be used with or without passwords.
- System automatically checks for private email upon user log-on.
- Downloadable files may be set up on separate drives, and can be broken up into sections.
- All system editors can be used from a remote location.
- Userlog entries may be marked blacklisted to auto log-off problem users.
- Time each user is allowed on is selectable.
- Users can hit a key in the middle of a menu update, and if it is a valid function it will execute immediately.
- Screen is word wrapped for users.
- Before a download takes place, the system calculates the actual transmission time at the current baud rate and reports it.
- Positively, absolutely, no back doors.
- Versions for 1030, XM301 and MPP modems scheduled to be available late 1985, early 1986.
- Supports 300, 1200, 2400 baud modems.

To try out one of the first BBCS boards in the USA, call:
EAST COAST: Scott Brause (JACG board) (201) 549-7591
MIDWEST: ICD BBS (815) 968-2229
WEST COAST: Eric Semel (213) 305-7843.
(log on in ASCII mode)

#AP146 $24.95

- Get your BBCS board up and running *instantly* with the *FREE BONUS* sample preconfigured BBS!
- Supports Atari 130XE RAMdisk.
- BBCS is the Official Bulletin Board System of the *Worldwide Users Network*.

NEW!

"Intelligent terminal featuring M.C.L.—Macro Command Language. Plus 130XE RAMdisk support. . ."

BACKTALK

by Steve Ahlstrom, Dan Moore and Don Curtis

Written in compiled Action!

Designed for 1986 and beyond. Now, ***do more*** in less time on BBS's and on-line services. Save money too! Program your Atari PC to dial up lists of other computers or services in the middle of the night and upload or download files. It's a revolutionary concept called "Broadcasting." And BACKTALK has CRC (Cyclic Redundancy Checking) accuracy. Upload/download with three protocols: Xmodem (with or without CRC)—99% flawless transmission, Amodem (Atari BBS version of Xmodem), and Buffer Send/Capture. Supports 300, 1200 ***and 2400*** baud. ASCII and ATASCII translation—full and half duplex. Use BACKTALK with almost any modem: Atari 850-compatibles, 835, 1030, or XM301, (MPP version available December 1, 1985). BACKTALK's Pop-Up menu and extra-large buffer will minimize on-line time (especially for 130XE owners!). Ergonomic design. Eye-soothing fine-scrolling text and edit preview window make life more comfortable.

The revolutionary Macro Command Language features these commands:

- wait for any length character string
- control capture buffer (on/off/dump)
- control baud rate switching
- control Xmodem up/download files
- chain macro's with GOTO statements
- error handling (ON ERROR GOTO)
- wait a specified amount of time
- execute macro at a specified time of day
- LOAD new macro library from disk and execute
- joystick activation of last 5 macros

Build an unlimited number of MACRO libraries. Use MACRO titles for easy one-key reference. And Compuserve SIG*Atari members can use BACKTALK to correctly download 99% of CIS's "A-protocol" .BIN files (previously available only with Tscope).

Two years in-the-making, the authors of Paperclip and Synfile+ have done it again. Designed by a SIG*Atari SYSOP, Steve Ahlstrom, exclusively for ANTIC's on-line readers.

#AP154 $19.95

BackTalk

DEEP BLUE SECRETS

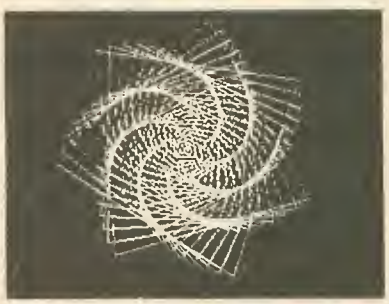
by John Palevich

Written in C and machine language

Maintain, Extend, Modify C language with John Palevich's source code. This disk contains: the all source code files for DEEP BLUE C COMPILER and linker and the source text for the interpreter. Take control! Recommended for programmers familiar with C.

REQUIRES: DEEP BLUE C COMPILER; Atari Macro assembler, 48K RAM

#AP115 $19.95



Mathlib for C

MATHLIB FOR DEEP BLUE C

by Frank Paris

Written in assembly and DEEP BLUE C

Antic's family of DEEP BLUE C software is extended with MATHLIB, a whole new library of math functions designed to expand your DEEP BLUE C COMPILER into the area of floating point calculations. MATHLIB provides the access that DEEP BLUE C doesn't to the functions in the ATARI Operating System Floating Point ROM. Among the 32 new math functions that MATHLIB provides are: integer/floating point, degree/radians, and ATASCII/floating point conversions; floating point addition, subtraction, multiplication, division and square roots; natural and base 10 logarithms and exponentiation, and more!

Demonstration programs provide examples of how it's used, and how you can use MATHLIB in Turtle graphics.

REQUIRES: DEEP BLUE C COMPILER (#AP114)

#AP132 $19.95

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800-227-1617, ext. 133 (in Calif. 800-772-3545, ext. 133)

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Strategic Challenges

"American Revolution Strategic Board Game!"

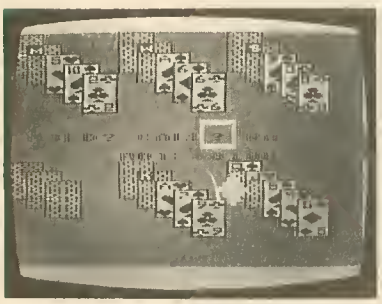
SARATOGA

by Paul Wehner

Written in machine language

Here's a fun-filled, simulation of the American Revolution. Detailed, realistic & educational tool! Large, scrolling, full-color Eastern U.S. playfield map is marked with rivers, mountains, forts, troop movements & battle sites! Command your troops with the joystick. Defend the strategic areas! Battle against the redcoats—the computer calculates the odds by: terrain, troop strength, etc.—8 different scenarios. Save the thirteen colonies! We've got the game, if you've got the time.

REQUIRES: One Joystick #AP104 $15.95



". . . an excellent poker simulation!"

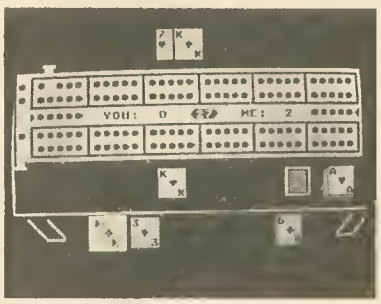
SEVEN CARD STUD—A USER PROGRAMMABLE SIMULATION

by Monty Webb

Written in BASIC and machine language

Develop your poker skills! Sharpen your strategy! Break the bank! Your computer tutors you by simulating 5 different players—You vary the psychological traits of each player: Bluff factor, odds evaluation, raises, etc. Start with $10,000. The computer shuffles & deals the cards! Place your bets now! Use a joystick for every move/option you make. Realistic sound effects & great graphics add casino suspense & excitement! Game replay and reset & replay options.

REQUIRES: Atari BASIC. One joystick
#AP123 $15.95



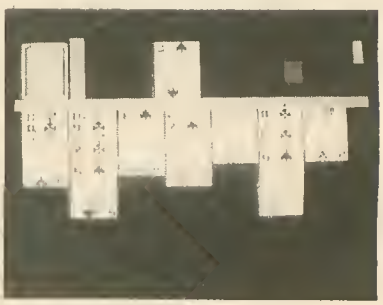
CRIBBAGE

by Jose Suarez

Written in BASIC and machine language

How about an *action-filled* card game. Play it on your Atari—get great color graphics and four levels of play. Beginners are tutored & guided through the game. (We bet you'll have a tough time beating level 4.) Play the whole game with your joystick! Be warned though! At the highest level, the computer will steal any points that you miss. Go for it—Get straights, pairs and flushes—then go on to win!

REQUIRES: Atari BASIC. One joystick
#AP102 $12.95



KLONDIKE SOLITAIRE

by Mike Fleischmann for Star Systems Software, Inc.

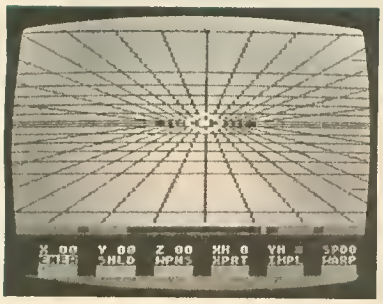
Written in machine language

Become a Solitaire Master! Relax, sit back in your easy chair, and grab a joystick. That's all you need. Play 'till you win—no cheating allowed. Auto error-checking won't let you make illegal moves. *Instant* response time. Super-realistic sound and graphics. Learn official Klondike rules while having fun. (Ed. Note: We have to warn you. KLONDIKE SOLITAIRE is completely addicting.)

REQUIRES: One joystick
#AP143 $12.95

APX CLASSICS FROM ANTIC

Strategic Challenges



NEW!

Star Raiders was a great game. . . for its time.

XTAL
CRYSTAL—AN ADVENTURE IN SPACE

by Dave Reese

Written in machine language

Captain's log, stardate 2284.0. Step onto the bridge of the USS EXCALIBUR SSC-1310—she's the *best* heavy star cruiser in the United Federation's starfleet. Suddenly a Class One distress signal! A planet-threatening Ion Radiation storm has developed in the peaceful Canasian section. Your mission: destroy that storm. You must locate five Photon Crystals to enhance your photon torpedos. Fire the torpedos into the heart of the storm—without getting blown to pieces in the process. *Battle* with Ruskarian fighters, destroyers, and cruisers. *But be careful*—watch out for treaty-breaking Talosian rebels! *Successfully* complete your mission and you're an interplanetary *hero*. Fail . . . and you'll be peddling Quirkies at a a Gamorian outpost.

The EXCALIBUR comes equipped with impulse and warp drives, transporters, phasers, communicators, shields, quadrant map display, and a spectacular 3D cockpit/navigation viewscreen.

Dock with Starbase Delta-1 when you're low on fuel or need repairs. The docking sequence is visually *stunning* as the EXCALIBUR is grabbed by Delta-1's tractor beam and brought right into the docking bay. Watch technicians work on your ship and then direct you back into space. Detailed colorful special effects are *everywhere* in XTAL—each type of ship looks different, plus 4D Time Warps, science probes, and meteor showers which all contribute to XTAL's remarkable realism.

REQUIRES: 48K RAM, One joystick

#AP158 $15.95 Star Raiders™ Atari Corp.

NEW!

Excellent translation of a card game classic . . . Incredible Graphics!

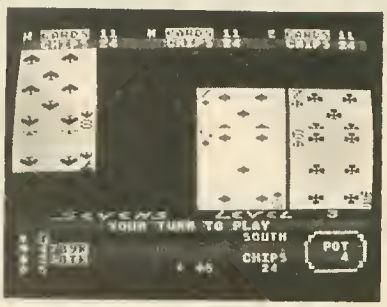
SEVENS (FAN TAN)

by Craig Preator

Written in machine language

If you enjoy strategy games or card games—or both, you'll spend hours trying to beat your Atari at SEVENS. And maybe you will. Also called FAN TAN, SEVENS is a multi-player hybrid of solitaire, crazy eights, and poker. Start with 25 chips, 1/4 of the deck, and three lightning-fast computer opponents. Four difficulty levels, from SEVENS HELPER—a tutorial level, to BE CAREFUL—tournament rules where every move is tactically critical (or you pay fines). Build sequences on foundations of sevens; build toward other cards of the same suit; choose a card nearest the Ace or King; but play the Seven Of Hearts last. Select cards and handle chips with easy joystick control. Little touches, like the brilliant look of the face cards, are everywhere in the game. The realistic combination of SEVENS' graphic detail and speed will really challenge your wits.

REQUIRES: One joystick #AP152 $12.95



Sevens

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APX CLASSICS FROM ANTIC

Strategic Challenges

"A jigsaw puzzle construction set!"

PUZZLER

by Patrick Bass

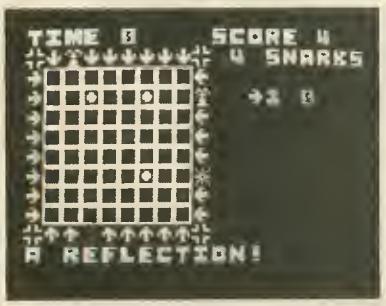
Written in machine language

Test your visual and mental agility. PUZZLER is hours of fun and an *unlimited number of jigsaw puzzles*—made with Microscreens! Load any Koalapad, Touch Tablet or Micropainter picture. Then select puzzle piece size (4×4–novice, 8×8–intermediate, 10×10–advanced). Hold down the START key for as long as you want to scramble a little or scramble a lot. Then reassemble the puzzle with your joystick. *Keep your eye on the timer!* Compete against yourself or friends. Great for parties—at ANTIC we've had 9 people playing *at once*! Hit SELECT at any time and your picture will fly back together—PUZZLER's fun for beginners 'cause you can cheat if you want. Comes *packed* with pictures to get you started.

REQUIRES: One joystick

#AP150 $12.95

Puzzler



SNARK HUNTER

by Jeff Johannigman

Written in BASIC and machine language

Here's a classic strategy board game that'll develop your logical thinking powers. You must find the elusive Snarks lurking in the matrix boxes. Use the penetrating vorpal beams to sleuth out the Snarks. Every player has a time limit, so HURRY UP! Keep your score low, find the snarks and maybe you'll win! For up to 8 players—Great for families!

REQUIRES: Atari BASIC, One joystick

#AP105 on-sale $12.95—was $15.95

OMAR

by Steve Canaday

Written in machine language

Unique! Fascinating! Combines Chess, Checkers & Chinese Checkers into a *fast-paced*, strategy-board simulation game. Use your joystick to make all moves and jumps! Four levels of difficulty: from beginner to expert. Move! Jump! Make a challenge! Capture a Queen, a Castle, a Bishop—then capture your opponent's homebase. HINT: Keep your pieces close together—Attack the opposing homebase as early in the game as possible. Play the computer or a friend.

REQUIRES: One joystick per player

#AP140 $12.95

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If you've written a spectacular program, or if you know someone who has, *we want to see it!* We're looking for professional-quality submissions in these categories:

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Fantasy & Adventure

"Can you make it through all 48 mega-levels and survive?"

KING TUTS TOMB & TOMB CONSTRUCTION SET

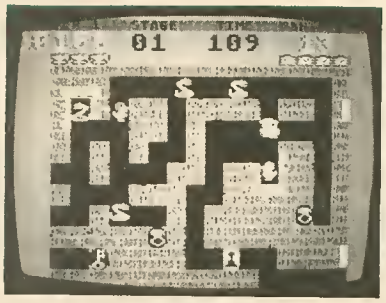
by Jeff Wacker

Written in machine language

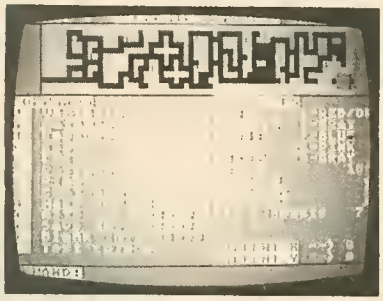
Explore the corridors of 48 tombs in search of ancient treasure. Watch out for beasts emerging from recessed lairs! Use a musket, land mines, flash bombs and shields for defense. Find the chest of gold, the sarcophagus or other priceless artifacts with the explorer map window. Seven types of beasts—snakes, deadly birds, bugs, bats, dragons, sea serpents, Griffins and curses. Three joystick options—handles up to four players. Five difficulty levels and selectable scenario combinations. Smooth character animation and horizontal scrolling with highly detailed playfields. KING TUTS TOMB combines the best of adventure, arcade and dungeon challenges in four dozen mazes, each 14 screens wide. *Plus*, includes a powerful construction set for custom tomb design.

REQUIRES: One joystick

#AP149 $15.95



King Tuts Tomb



Tomb Construction Set

"A great graphic adventure game!"

DRAGON QUEST OR A TWIST IN THE TAIL

by Ed Churnside

Written in BASIC and machine language

You're in a colorful, magical fantasy land. You must slay the fire-breathing dragon to save the kingdom. Clues are hidden in the screen pictures and text. Look closely at where you are and where you're going. Retracing your steps can be difficult! Don't get killed. Watch out for evil hazards. Carry on the quest, Find the dragon! Games can be saved to disk at anytime during play. Fast and fantastical—for adventure gamers only!

REQUIRES: Atari BASIC

#AP139 $15.95

GALAHAD AND THE HOLY GRAIL

by Douglas Crockford

Written in Machine Language

Carry on the sacred quest! Find the miraculous Grail! You're a knight of the legendary Round Table. Travel forests, meadows, roads, and castles with secret passages. Use the magic ring for protection against the fire-breathing dragon and other perils. Play alone or with 2 or more players. Return the Holy Grail to Camelot and win. Nearly a hundred rooms to search!

Crockford is now with Lucasfilm's Games Group—he's done it again!

REQUIRES: One Joystick

#AP110 $15.95

ATARIORACLE

A Compu-Spiritual Advisor

by Stephen Wagner

Written in BASIC

Quiet the room . . . dim the lights . . . and concentrate. Feel the eerie vibrations that permeate the atmosphere as you ask the all-knowing AtariOracle your questions. Ask it about anything: your love life, friends, finances, your future. The AtariOracle's ghostly hand will spell out its startlingly prophetic answers. All questions and answers can be outputted to your printer for a record of your "session." Includes an Answer Editor that allows you to customize the answers (amaze your friends with intimate details). This one will haunt you!

REQUIRES: Atari BASIC

#AP138 $15.95

APX CLASSICS FROM ANTIC

Fantasy & Adventure

DANDY DUNGEON

by John Palevich

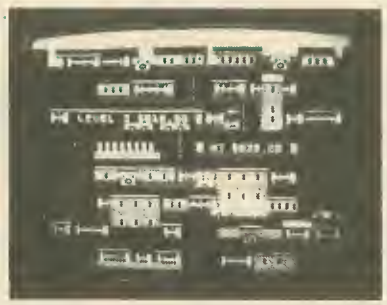
Written in machine language

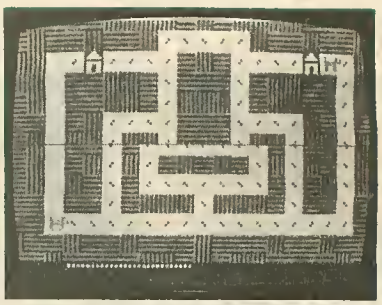
A unique dungeon adventure/construction set for up to 4 players. You're armed only with a bow and arrows and your wits. Get past the monsters! Collect treasure, magical smart bombs and maze keys as you travel through 26 levels! Easy keystroke commands let you create your own multi-screen scrolling playfields. Print out your new levels on paper with any printer. The secret tactic is cooperation among the players in the DANDY DUNGEON.

REQUIRES: One Joystick per player #AP116 $15.95

APX CLASSICS FROM ANTIC

Maze Chasers





LORD OF THE ORB

by Jose Suarez

Written in machine language

The old magician asks you to recover the Orb. "Return happiness to our land. . .", he begs. Accept the challenge: Recover the 9 treasures! Armed only with a magical cloak and "glowing" arrows you must search through many levels of the warlock's castle for the Living Orb of Fortune. HINT: Elude the forces of evil & build your strength from gold and diamonds you pick up as you scroll through the castle. Brilliant animation and graphics and fast joystick action make gameplay intense.

REQUIRES: One Joystick
#AP103 $15.95

TAXICAB HILL

by Bill Morris

Written in machine language

The Game's object: Drive your cab to one of the 4 phones. Receive a call. Pick up your passenger. You score a cab fare! WATCH OUT! Other cabs can steal your fare. Don't have a traffic accident or you'll lose one of your cabs!

Answer the phones! Get the passengers! Three different "neighborhood" play screens: Residential, Warehouse, and High Rise. Scores are displayed in the window of the Taxi Garage. Includes: unique hi-res, 16-bit (4-voice), collection of background blues toons, never heard on any Atari game. Have fun on the Streets of San Francisco—written by an S.F. cabbie!

REQUIRES: One joystick
#AP137 $15.95

BUMPOMOV'S DOGS

by Gray Chang

Written in machine language

From the author of DOG DAZE DELUXE, here's BUMPOMOV'S DOGS! Collect dog biscuits scattered through the maze! Store them up in your doghouse to win! Defend yourself by capturing and throwing a floating bone at your opponent (try and master the "wall-hugging bone" throw). Hit your opponent and he'll drop his stash of biscuits. Or try to steal his biscuits when the "Reward Square" appears. Colorful "splitting & scrolling graphics" let both players follow all the action in this huge multi-screen scrolling doghouse. Collect 100 biscuits to win!

REQUIRES: One joystick per person
#AP112 on-sale $12.95—was $15.95

APX CLASSICS FROM ANTIC

Shoot 'em Ups

RAID ON GRAVITRON

by Jim Sommers

Written in machine language

Lead the raid on the alien stockpile, Gravitron! Find the secret base in a black hole Space-Time Tunnel! Pilot your StarCruiser from the Captain's seat! Give all flight orders with your joystick! Defend yourself with a Plasma Meson Cutter against alien squadrons armed with Gravitron torpedoes. Choose a 1 level training mission or a Combat mission with unlimited number of tougher levels. Check your energy timer—avoid a Plasma Meltdown! Navigate booby-trapped time tunnels to save your space colonies!

REQUIRES: One Joystick

#AP121 $12.95

". . . a classic, 2-player galactic shoot-out."

SPACE WAR

by Jay R. Jeager

Written in machine language

Pilot your personal starfighter to save the solar system! Watch out for the enemy photon torpedos! Return photon torpedo fire—Score a direct hit to destroy the enemy! Use the sun's mysterious gravitational waves to propel your starfighter. BE CAREFUL! Don't become a prisoner of the sun's gravity & and a "sitting duck" for enemy forces! An advanced arcade thriller for one or two players.

REQUIRES: One joystick per player

#AP101 on-sale $12.95—was $15.95

PHOBOS

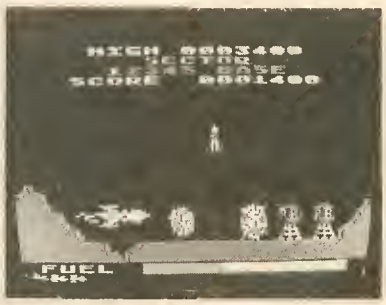
by Greg Christensen

Written in machine language

The Challenge: Travel to the core of the planet PHOBOS. Destroy the enemy control center buried deep within! Plummet through caverns—picking up fuel & knocking out missile defenses. Quick! Steer past the narrowing walls & through the compound laser gates—and DON'T blast the ammo dumps! There's 16 different levels of planetary defense built-into PHOBOS! Choose from 4 skill levels: novice to commander. Game display includes: fuel gauge, current cavern number, score & session high score.

REQUIRES: One joystick controller

#AP119 $15.95



"A Cavern of Mars sequel!"

MARS MISSION II

by Greg Christensen

Written in machine language

Your Galactic Mission: Fly your space shuttle to destroy the Martian base. Get the Solar Command Ambassador out of there without harm. WATCH OUT! As you cruise over dangerous terrain, the Martians launch missiles at you! Get through the 5 sectors of Mars: Picking up fuel & knocking out missiles, Fly past the floating minefields of Chron, Streak thru the Martian suburbs, then to Canalus, the underground mazes & onward—to destroy the alien base! From the most successful APX programmer—the author of Caverns of Mars!

REQUIRES: One joystick Controller

#AP120 $15.95

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THE PAPIE DISKS

Climb into the hacker's attic and discover the arcane secrets of Atari professional programmers!

In the early days of Atari, top professional freelance programmers banded together to trade their secrets. Organized by the prolific Jerry White, the group called itself the Professional Atari Programmer's Information Exchange (PAPIE).

The PAPIE roster reads like a Who's Who of Atari programmers. A sampling includes Russ Wetmore, author of "Preppie I & II," Clinton Parker, creator of ACTION!, Jim Nangano, "Flip & Flop" and "Spy vs Spy," and Sheldon Leemon, creator of "Instedit."

Each member contributed their own private programming utilities and favorite programs, which were compiled on disk by Jerry White under the contributor's name and program number (i.e. Wetmore's 3rd program would be WETMORE3). Some of these professionals are now willing to share them with **Antic**'s readers, so we are offering them as a kind of "hacker's delight."

Most PAPIE programs are utilities that help solve advanced programming problems. And there are a good deal of assembly language routines intended to be incorporated into larger programs. In some cases there is documentation, but mostly there is none. Get the whole set and explore how the pros program!

EACH DISK IS GUARANTEED TO BE MORE THAN 95% PACKED!

Disk #1:
Marc Benioff, Sheldon Leemon, Russ Wetmore, Jerry White
Over 40 Files—highlights:
BENIOFF 1: Fancy Writer font printer
BENIOFF 2: Moves a charset in ML
LEEMON 3: Screen dump and load to disk by direct CIO call.
LEEMON 4: SPYRO-GRAPH with array for SIN and COS (mode 7.5)
WETMORE2: Object to string converter
WETMORE3: NEXT STEP "DATA" code to assemble file
WHITE 2: Relocates sections of RAM
WHITE 7: Fixes DOS for burst I/O
WHITE 4: Color table animation w/GTIA color registers
WHITE 5: AUTORUN.SYS creator for specific purposes
WHITE 8: Menu to LOAD (and RUN) binary load object files
WHITE 9: Disk font to printer utility

050 free sectors
#IE301 $12.95

Disk #2:
Matt Loveless, Clint Parker, Fred Tedsen, Russ Wetmore, Jerry White
WORKS-IN-PROGRESS: Many related source, data, and object files for an unfinished centipede game by Matt Loveless, plus:
LOVELES : 14 related files
PARKER 4: ML stotage program
TEDSEN 1: ML 16-bit sound routine (source and object)
WETMORE: Files 4 through seven contain Russ's genetal purpose music interpreter (source and object code for each)
WHITE 12: Disk directory print routine

019 free sectors
#IE302 $12.95

Disk #3:
Sheldon Leemon, Fred Tedsen, Clint Parker, Russ Wetmore, Jerry White, John Weber
20 Machine Language Files—highlights:
LEEMON 6: ML calls for ANTIC modes 4 & 5
TEDSEN 2: autorun menu for ML programs
TEDSEN 3: graphic mode 8 character plotter in assembly source code and in BASIC
TEDSEN 4: title card builder
PARKER 5: stunning visual display from Action!'s author.
WETMOR10: SUPRCOPY, a burst I/O disk copy utility (source and object code)
WETMORE9: the music from PREPPIE
WETMORE8: macro files library
WHITE 14: S2FONT upgraded version
WHITE 15: disk font to string converter, modified from Wetmore

004 free sectors
#IE303 $12.95

Disk #4:
Sheldon Leemon, Matt Loveless, Stuart Smith, Fred Tedsen, Russ Wetmore, Jerry White
32 Files—highlights
LEEMON 7: resets charset with no overhead
PARKER 6: SmartModem dialer
LOVELES 3: boot disk for SECs sectors
SMITH 1: music player program
TEDSEN 5: packing algorithms, for compressed picture files (series of 10 source and object files)
WETMOR11: how to access the RS232 port from ML
WHITE 19: removes REM statements from BASIC programs

009 free sectors
#IE304 $12.95

Disk #5:
Marc Benioff, Sheldon Leemon, Matt Loveless, Jim Nagano, Clint Parker, Stuart Smith, Fred Tedsen, Jerry White
Including Jerry White's Atari Memory Map—highlights:
BENIOFF 3: breaks down string to BYTE statements for POKEing to screen
LEEMON 9: joystick player movement using PRINT statements
LOVELES 6: allows color manipulation of screen without DMA
NANGANO 1: Extended BASIC
NANGANO2: printer patch for AMAC to produce correct form feeds
NANGANO3: patch to MEDIT to eliminate need to delete backup file
PARKER 7: DLI routine for LOGO
SMITH 4: maze game
SMITH 5: sector/memory copier
TEDSEN 7: description of Advanced Music System files
WHITE 25: ATARI MEMORY MAP

008 free sectors
#IE305 $12.95

Disk #6:
Jim Nangano, Carlos Reyes, Russ Wetmore, Jerry White, John Weber
25 advanced utilities—highlights:
NANGANO4: converts a RAM data file into AMAC's DB statements
NANGANO5: converts a PRN file into equates
REYES 1: BASIC version of Quick Menu Maker II (source code for ML version also)
REYES 4: loads in an object file and converts it to a data statement or string
REYES 5: allows editing of binary headers in ML files
WETMOR14: modified version of Amodem 4 terminal handler
WETMOR15: modified AUTORUN.SYS for RAMDISK users
WETMOR16: modified DUP.SYS for use with WETMOR15
WHITE 28: document file loader and printer
WHITE 30: allows user to modify the color of a Graphic 1 charset

030 free sectors
#IE306 $12.95

Disk #7:
100% Clint Parker Action! Utilities
28 ACTION! utilities written by ACTION!'s author, Clint Parker—highlights:
8LK1C : reads size bytes from dev. into addr—returns # of bytes read
FADEACT : amazing "Star Wars"-like text fadeout demo.
PARKER 1: object file to BASIC converter
PARKER 2: number to string subroutine
PARKER 4: storage utility
PARKER 9: library setup for P/M graphics
SCRDEMO: screen demo program showing moving charset
TIME : displays a real time clock
PARKER10: disk I/O routines
PARKER11: adds a new command to the editor
PARKER12: demo about Readblock and Writeblock
PARKER13: half-finished terminal program
PARKER15: updated MOVBLK routine for Action!

030 free sectors
#IE307 $12.95

Disk #8:
Jim Nangano, Carlos Reyes, Fred Tedsen, John Weber, Jerry White
Including MAC65 routines plus more ML source code—highlights
REYES 7: new revised version of Quick Menu Maker II
REYES 8: macro library in tokenized form ready to be used in a MAC65 program (series of 4 files)
TEDSEN 9: BASIC version of P/M editor, with documentation
TEDSEN10: ML version of P/M editor
WEBER 2: utility to fine scroll both vertically and horizontally (source and object)
WHITE 30: displays and optionally prints all doc files

002 free sectors
#IE308 $12.95

COMPLETE SET, PAPIE DISKS 1–8
#IE310 $79.95

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ANTIC PUBLIC DOMAIN LIBRARY

Discover the work of those committed Atarians who unselfishly create programs for everyone to share. During the last three years, Antic has seen the best (and the worst) of it all. We're picky. Our original Library, introduced in 1982, listed 16 disks. It has grown over 300% in the past twelve months. Our next goal is 100 disks or 1,000 programs (whichever comes first).

During the past three years, this family of talented programmers loved the Atari and wrote prolifically for the machine. After all, a challenge is a challenge, right? There was Stan Ockers, who wrote Chicken (Antic's very first game). And some true devotees, like Len Dorfman, who never accepted money for anything he wrote. The works of these talented people, the PAPIE programmers, and others, have inspired many enthusiasts to create exceptional programs.

What's in store for the future? As well as our commitment to the current line of 8-bit software, there is now the Atari ST. Antic is going to release ALL the early ST Public Domain software as it's written. In fact, the leaders in the 68000 world will probably be the next generation's software success stories.

THE USER GROUP/BBS CHALLENGE

You may have Public Domain software to contribute to our Library. Let us know if you do. THE CHALLENGE: Any user group librarian or BBS SYSOP who can produce a disk that is good enough for the Antic PD Library will get their groups name or BBS phone # in that program's title. (Rules: No programs can be duplicates of anything currently published here, and nothing can be copyrighted by any publisher or individual.)

—The Customer Service Dept.

All programs in this series sold as is. There's almost no documentation included, except what's built into the programs themselves (besides the exceptions noted here in this catalog). Therefore, you may need some expertise in order to use the products properly. Because this is Public Domain software, not Antic's, the Arcade Customer Service Dept. cannot provide the same type of service as for programs we publish ourselves. (i.e., Antic Magazine type-in listings, APX Classics, and programs from other internal sources.) There may be some programming quirks you'll need to modify for your individual hardware system (read the descriptions carefully). However, all programs have been tested at Antic and will perform. Due to unforeseen circumstances, contents may vary slightly from the descriptions here.

520 ST

STERM PLUS

Get on-line and capture files with STERM, a simple terminal program written in compiled 68000 assembler. STERM's source code is included to show you exactly how it works. Antic's BMARK is the classic Erastosthenes Sieve benchmark from Byte Magazine—*proof* that the ST is the fastest micro around! A sampling of Antic-developed C source and object code demonstrating 16-color graphics are included. Plus, five LOGO demos to get you started, and more.

#PD057 $12.00

COMING SOON!

ST DOODLE: PD paint program written in compiled C, including *all* source and batch files for you to explore. Ask our telephone operators for availability date.

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TELECOMMUNICATIONS

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CENTEX 7.83 ATARI TERMINAL
The most full-featured Public Domain telecommunications program available, rivaling most of the other commercially available terminal programs. A must additon to any user group PD library or BBS! Features: joystick input, auto log-on macros, adjustable delay rate, SPRINT & MCI code support, am/pm clock, on-line timer, adjustable margins, colors, and luminances, on-line help menu, auto-dial database (with name and comments fields—limited only by disk space), auto-redial, 300/1200 bps, unlimited file capture, Xmodem and buffer up/download, answer or originate commands, built-in disk utilities package, and more! Pre-configured to support Atari 850-interface modems (Hayes-compatibles, Volksmodem, etc.), and will support 1030 and XM301 if you add ***your own*** R: handler (available in Compuserve's SIG*Atari DL2) and the MPP if ***you have*** the Smartmodem emulator (available from MPP). DOS2.5/130XE users can configure CENTEX to access the 130's RAMdisk. Try it, you'll like it!
#PD059 $10.00

Kermit Terminal Emulator
Now your Atari 800 can talk to the new Atari ST's, IBM PC's, and many other minis and micros. Kermit gives you more control over transferring files than any other terminal program. Invented at Columbia University, this version was written by John Palevich (the author of APX's Chameleon). Comes ready-to-run, with complete documentation. Supports Hayes compatible (850 interface) modems.
#PD038 $10.00

HomePak Customizer Disk
If you own HomePak, this disk will allow you to change dozens of parameters: new character sets (includes one new example charset), key repeat rate and bell toggle, auto line-feeds on/off (essential for MCI mail and Delphi). Learn about the custom macros. Special handlers for MPP modem, ATR-8000, and R-Verter owners. Including a new DOS 2.5 patch, plus 130XE owners can use the RAMdisk patch to access their extra 64K.
#PD041 $10.00

ANTIC 850 TELECOMMUNICATIONS
Telecom code Galore! Get the super new AMODEM complete *w/phone directory* and *autodialer*. Use TSCOPE for Compuserve SIG*Atari downloading & on-line graphics. Plus DISK-O-LINK, a Mac-like, experimental bit-mapped terminal written in C. (This version is for 850 interface w/Hayes-compatible modems.)
#PD024 $10.00

VT100 Terminal Emulator
How would you like an 80-column terminal program without needing any special hardware? This will turn your Atari into a DEC-compatible VT100 graphics terminal. Supports: Hayes compatible (850 interface and R-Verter), Atari 835 and 1030, and MPP1000 modems. Access on-line VAX graphics. Use with any DEC minicomputer, including Delphi and CompuServe. Ready-to-run, complete documentation included (requires Fix XL and a monitor)
#PD037 $10.00

ANTIC 1030 TELECOMMUNICATIONS
NEW! Now including TERM1030 ver. 3.0 *w/unlimited file-size downloading* plus autodialing directory. Also includes TSCOPE and DISKLINK.
#PD025 $10.00

AUTODIALER TELEPHONE DATABASE
Hayes-compatible machine language telephone database dials 100 different phone numbers. Also dials codes for most long-distance carriers such as Sprint, MCI and ITT. Communicate faster. Prints standard form-fed labels. (850 interface required)
#PD036 $10.00

MSCOPE MPP CompuServe Terminal Emulator
MSCOPE is a special version of TSCOPE just for the MPP1000 series of modems (written by Joe Miller). This is the *only way* to view CompuServe's on-line graphics. MPP owners will appreciate 100% error-free downloading from the SIG*Atari (finally!). Comes ready-to-run, with complete documentation.
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PROGRAMMER'S TOOLKIT

SUPER UTILITIES #1
Lots of utility for low bucks! Includes: MICROASSEMBLER with USR ROUTINES & ASSEMBLER. A disc documentor, DOC. Do automatic line number with NUM! Connect parallel printer to ports 3 & 4 with PRINTNOP. MEMTEST, memory tester.
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SUPER UTILITIES #3
All for a price you'll love. TINY TEXT, a word-processor. GTIA TEXT WINDOW. LABEL PRINTER, RT CLOCK, add real-timing to your system, plus DISASSEMBLER, offers M/L analysis.
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18 utilities, featuring 5 for Epson MX and FX owners. Including EPSONTYPIST—turn your Epson into a typewriter. SYSTAT—Atari system status monitor. PROTECT scrambles BASIC programs. AUTOTYPE converts USR code into BASIC strings. Plus 14 more!
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ArtDOS
If you use microscreen graphics or special character sets in your programs, ArtDOS will load them to your screen directly from DOS—no graphics program is required. New DUP.SYS menu options include Load Micropainter file, Load Microillustrator file, Load or Display Character Set, Make AUTORUN.SYS, and Read Text File. One-key commands speed things up. This disk includes 10 picture files, plus 20 new character sets, which you can use with any program you write. Make your programs more professional looking.
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Antic FORTH
Here's a double-sided disk that includes: Powerful FIG-forth Language, an EDITOR, plus ON-DISK TUTORIAL (tutorial requires FixXL). Lowest priced FORTH ever!
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16 Action! programs, including: 4 Epson screen & character dump routines. Superfast GTIA screen loader. Display list example. Internal DUP.SYS written in Action! Plus 5 graphics demo's and more.
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PROGRAMMER'S DESIGN TOOLS
Redefine any mode character set with FONTEDIT, the best PD font editor ever written. Use with PMDESGNR, a self-modifying P/M graphics program builder. Create computer graphics with SKETCH, a powerful paint tool. Experiment with POKEY chip with SOUNDLAB. DATABASE is a general purpose file management system. Plus a lot more!
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ACTION! UTILITIES #2 *(Mach. Lang-oriented)*
ASSEMBLR—machine language assembler, works with Action! monitor (plus docs). DISSASEM—disassemble ML programs in Action!. RAMSORT—hi performance in-RAM sort utility (plus docs). DOS3TO2—conversion utility to convert DOS 3 to DOS 2 files. RELOCBIN—generates a self-relocating binary load file (plus docs). BINMENU—beautiful binary load menu with rainbow background and Action! logo.
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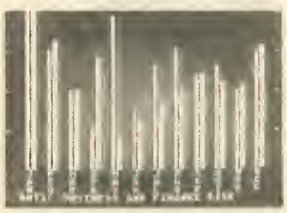

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Ever wondered how Morse Code works? How to predict satellite orbits? What Ohm's law is all about? Well, the JACE people have done it again. Includes programs to teach all the above, plus a YAGI antenna designer, ***three*** resistor design and decoder programs, and an LC-circuit value computer. HAM utilities include a call record program and a routine to put a clock and call-letter log on-screen. All programs are easy to understand and to modify for your individual needs.
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Six mathematics games, including, +,–,*,/ guessing games, roman numeral tutorial, and drill & practice lessons. Hi-res geometry and algebra equation plotters. International geography game plus two USA states and capitals lessons. Plus, an English and *French* version of HANGMAN!
#PD044 $10.00

NEW!

ASTRONOMY & METEOROLOGY *(JACE)*
The Jacksonville Atari Computer Enthusiasts (JACE) have an unusually diverse collection of Public Domain software. This is definitely the best PD collection for amateur astronomers. Includes an observation simulator for tracking objects in our solar system; Comet Halley coordinate generator; a hurricane locator/tracker; a planetarium simulation that plots constellations and star points; a planet tracker for calculating the exact position of planets at different times of the year; and a weather forecaster which uses your barometric readings and time input to predict conditions wherever you live. All this on one disk!
#PD063 $10.00

CREATIVE ARTS & ENTERTAINMENT

PD MICROPAINT ARTIST
(A.C.A.O.C.)—BBS: 714-731-6523

Greg Tavares of the Atari Computer Assoc. of Orange County, CA has written a machine-language clone of the most popular Atari graphics program ever. Includes every feature from the original, plus some new ones: Draw, Elastic, Zoom, Fill, and Halt Fill modes. An unlimited number of colors and patterns are available. Use the mini-DOS for file handling. Follow the guidelines in the documentation to include files in your BASIC programs. BONUS! Get started with eight micro-screen pictures culled from the Antic Archives.

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Atari Mini-Film Festival
(or "Reel Time Animation")

See the amazing computer animation capabilities of your Atari! This disk contains eight films, all made with Moviemaker by artists from all over. See the fabulous Dancing Robots, Swarming Birds, Charlie Chaplin, and lots more (including Antic's 1984 New Year's Juggler). The disk has a machine language Moviemaker autoplayer on it; you don't need to own the program to enjoy these incredible animations.

#PD042 $10.00

ATARI SPEAKS HUMAN

Ever wonder if your Atari could digitally sample a human voice? As well as an ordinary tape recorder? It can. NACHRIC and VAN-HALEN are two mind-blowing digitized human voice experiments. Put David Lee Roth inside *your* Atari! (Hint: NACHRIC is an eerie hello in German from our Atari friends overseas—crystal clear!)

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CROCKFORD'S WHIMSEY
"Great special effects!"

Douglas Crockford, (creator of GALAHAD & THE HOLY GRAIL, BURGERS) is now at Lucasfilm. Here's some of *Doug's new whimsey*: Mind-boggling simulations of a super-real 3D DANCING BALL, a terrific, musical EAR TRAINING DRILL, plus an awesome endless 3-D maze where you search for the musicial passages.

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Outstanding! A colorful collection of an entire disk full of *excellent* high-resolution digitized photos.

#PD017 $10.00

130XE AUTO ARTSHOW

If you own a 130XE, this disk has ***a lot*** to offer. Of course, it has ***sixteen*** great pictures on it (including one of Jack Tramiel himself). But it also loads ***all*** of them into the extra 64K at once, and then displays them by page-flipping from one to the other. What's more, the short program that does this is in LIST-able BASIC form, and you can study it and modify it to load your own compressed Microillustrator files. Learn more about the fantastic 130XE computer! Free Bonus! Includes DOS 2.5 for folks who haven't been able to get it from a local user group, BBS, or Compuserve.

#PD065 $10.00

SOUND & GRAPHICS

A whole disk of Music and Drawing application programs—For programming, school, home use: BABY PRO SOUND, TUNE RITE, ETCH SKETCH, and more!

#PD016 $10.00

GRAPHICS GALORE

A super disk of demonstration graphics: ATARI RAINBOW LOGO, SPIRAL, SPIDER COLORING PROGRAM, and much more! Amaze your friends!

#PD015 $10.00

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NEW!

HEAVY METAL ART *(JACE)*

Turn your Atari on to '80s-style heavy metal computer art! Includes Alfred Gomez's prize-winning entry in Antic's color-the-cover contest, Vampire Girls from Venus, Valkyrie D'N'D Heroess, Space Dock scene simulation, and more! All pictures display more than 30 colors at once, and some use over 100 colors for beautiful shading effects.

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LITERARY FANTASY
Boot up strategy with 4 BIG text adventures. DEATH WORLD—Go on a quest to find the only other survivor of Alpha II. MAD HOUSE—SODA FOUNTAIN RAG, SUMMERTIME, LUSH LIFE, and 4 others to set those fingers snappin'!
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ANTIC STRATEGY DISK #1
Full of strategy classics! Includes: BLACKJACK SIMULATION, DEATHSTAR, a sci-fi action game, WUMPUS, a text adventure, CIVIL WAR, a strategy game, and ARTILLERY.
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TALES OF ADVENTURE
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ORBIT: 48K orbital simulator. Try to dock with an orbiting space station while dealing with strong gravitational forces. Threatening asteroids can be blasted with missiles. Exceptional astrophysics simulation.

DEFENSE: Defender clone with a unique Death-Ray twist. Very fast. Voted BEST USER GROUP SHOOT-EM-UP at Antic.
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GAUNTLET: 48K planetary attack game featuring 50 screens, 17 types of smart enemy ships with 10 types of offensive weapons. Use fusion bolts, flares, homing missiles and napalm-like TRIDEX to get to the Kingship and win. 3 difficulty levels. 10 game play options.

STRATEGIC QUARTET

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LIFESET—Game of Life Construction Set with more variables than inventor/scientist John Horton Conway could have dreamt of!
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SKULLS—Pits two players against each other with "deadly" results. Fun and very furious.

BEAMTRON—Another two-player test of logic. Use the deflector-building tool kit and build Beam Paths to destroy your adversary's weapon! The Russian Roulette of Atari games.

GAMES OF SKILL & ACTION

GAME TREASURY
A super games value. *13* hot new public domain games. Puzzle games: BOGGLER, CUBES, and TIC 1. Plus PINBALL, DARK TOWER, METEOR, OUTPOST, WAR, plus 7 more!
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ANTIC EXCLUSIVES I
First time in the public domain! From direct submissions to ANTIC—9 new games: ANTIC CALAMITY, GRID MASTER, JEOPARDY, DECODE, JUMP KING, DIGGER, SLAMMER, RONI'S TV, HIDDEN MEANINGS. Nine *exclusive* games for one low price!
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ANTIC GAMES DISK #1
Our all-time best seller! CHICKEN: by Stan Ockers. Classics like REVERSI, HANGMAN, MONOPOLY, and CLEWSO: a detective adventure.
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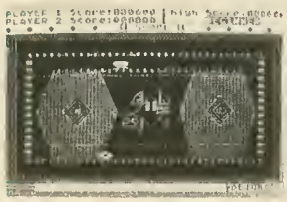
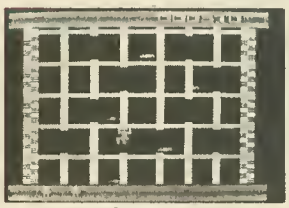

DIAMOND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COMPUTER BACKGAMMON, BANANA-GRABBING MONKEYS, ENVIRONMENT X, MAD MASONS, and *5 more games*. Many of these available for the first time in public domain.
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LANDER II

MOON GAMES
A great collection: LUNAR LANDER, new improved version. Plus, MOON BASE, GRAVITY DEFENSE, TALKING WUMPUS: a text adventure for S.A.M. speech synthesizer. Plus PIG, FISH, & ARCADE MENAGERIE.
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BATS: yet another Ockers masterpiece. COUCH: Analyze your own psyche! STELLER DEFENSE: Zap the aliens! MASTERBRAIN: Test your logical thinking! HAMMURABI: You're the ruler of an ancient kingdom! SLALOM, ACEYDUCY and more!
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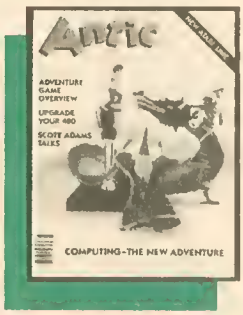

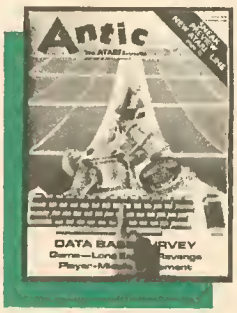

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		# Programs/K	Magazine	Disk
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